ITEM
2-Way Radio

Any Human Players with 2-Way Radios may freely share Action Points with any other HP with radios. Any AP given are deducted from your next turn, and you may only share 1 turn's AP at a time.

AP Cost: 0
Throw: No

ITEM
2-Way Radio

Any Human Players with 2-Way Radios may freely share Action Points with any other HP with radios. Any AP given are deducted from your next turn, and you may only share 1 turn's AP at a time.

AP Cost: 0
Throw: No

ITEM
Air Horn

Sound this Air Horn at any point during your turn and all Zombies must immediately use one turn's Action Points to move toward your square. This does not count as the Zombies' turn. Discard when used.

AP Cost: 1
Throw: Yes

ITEM
Ammunition

This Ammunition may be used any time during your turn to reload any firearm that is Out of Ammo.

Hold until needed and discard when used.

AP Cost: 1
Throw: No

ITEM
Ammunition

This Ammunition may be used any time during your turn to reload any firearm that is Out of Ammo.

Hold until needed and discard when used.

AP Cost: 1
Throw: No

ITEM
Backpack

This Backpack allows you to carry twice as many Weapons and Items in addition to the pack itself.

During your turn, you may switch between Weapons at any time for a cost of 1 Action Point.

AP Cost: 0
Throw: No

ITEM
Car Key

Now that you've found the Car Key, you can use the Car to escape.

Once inside the Car, attempt to start it by rolling a die. A roll of 6 starts the Car, and each attempt costs 1 Action Point.

AP Cost: 1
Throw: No

ITEM
Door Key

This Door Key may be used to open any locked Door.

Hold until needed, and, when used, discard and remove the Locked Door Token from the board.

AP Cost: 1
Throw: No

ITEM
Duct Tape

There's nothing it can't fix. Use this Duct Tape at any point during your turn to repair any broken Weapon or Item.

Discard when used.

AP Cost: 1
Throw: Yes

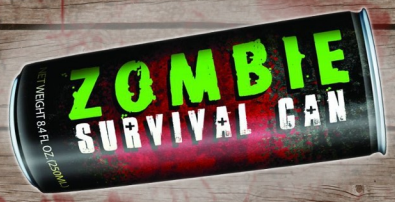
ITEM
Duct Tape

There's nothing it can't fix. Use this Duct Tape at any point during your turn to repair any broken Weapon or Item.

Discard when used.

AP Cost: 1
Throw: Yes

ITEM
Energy Drink



Drink this when you need a quick boost. Use at any time during your turn to gain 4 additional Action Points for that turn.

Discard when used.

AP Cost: 0
Throw: Yes

ITEM
First-Aid Kit

This First-Aid Kit allows you to counteract one successful Zombie Bite against you.

Hold until needed and discard immediately when bitten to use.

AP Cost: 0
Throw: Yes

ITEM
Flares

Zombies cannot enter spaces with Flares in them. To use, place a Flare token up to 3 squares in front of you. After your turns, roll a die for each Flare in play. If you roll 1-3, the Flare burns out; 4-6 and it stays lit. Humans may pass over Flares.

AP Cost: 1
Throw: Yes

ITEM
Flashlight

While you have this Flashlight, draw 1 additional card at the end of each search (including this one).

AP Cost: 0
Throw: Yes

ITEM
Gas Can

Use the gas in this Gas Can to refill any Item that is Out of Gas. There is only enough in the can to refuel one Item.

Discard immediately after use.

AP Cost: 1
Throw: Yes

ITEM
Gas Lantern

While carrying this Gas Lantern, your vision is improved, and you are granted 1 additional Action Point per turn.

AP Cost: 0
Throw: Yes

ITEM
Grenade

Toss this Grenade up to 5 spaces in front of you to Kill anything in that space and all 8 surrounding spaces, including Human Players.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Portable Stereo

To use, place the Radio Token on the square in front of you. On their turn, all Zombies must use full Action Points to move toward that square. At the end of their turn, roll a die. On 5 or 6, the radio turns off. Discard when placing token.

AP Cost: 1
Throw: Yes

ITEM
Running Shoes

These Running Shoes will help you stay light on your feet and avoid the undead.

While you have them, you are granted 1 additional Action Point per turn.

AP Cost: 0
Throw: No

ITEM
Safe

You have found a safe with the door left slightly ajar. Roll a die to check the contents and discard (0 AP):

1) Zombie head! Roll to see if it Bites!
2 3 4) Nothing of use.
5) Draw 3 additional cards after this search is over. Keep anything you want and ignore Event Cards.
6) Draw 4 cards as described above.

ITEM
Screwdriver

This Screwdriver may be used to attack using the Basic Attack Rules. It may also be used to attempt starting the Car. Once in the driver's seat, roll two dice. A roll of double 5 or 6 starts the Car. Roll double 1s, and your turn ends.

AP Cost: 1
Throw: No

ITEM
Shark Suit

While you wear this armored Shark Suit, the Zombie Player must use the Unarmed Attack Rules to attack you. With it on, you may not use Weapons or Items and may only used half of your Action Points. 1 AP to discard after this search.

AP Cost: 0
Throw: No

ITEM
Teddy Bear

While carrying this Teddy Bear, you are immune to the effects of the It's Hopeless and Losing Your Mind Event Cards. If you draw one while searching, simply ignore and discard it.

AP Cost: 0
Throw: No

ITEM
Torch

No Zombies may willingly enter the space directly in front of you. If you end your turn with a Zombie in that space, move them out to an adjacent empty space if possible. After each turn, roll a die. On OOPS!, the Torch burns out and must be discarded.

AP Cost: 0
Throw: Yes